*T: A Multithreaded Massively Parallel Architecture

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Abstract

What should the architecture of each node in a general purpose, massively parallel architecture (MPA) be? We frame the question in concrete terms by describing two fundamental problems that must be solved well in any general purpose MPA. From this, we systematically develop the required logical organization of an MPA node, and present some details of "T" (pronounced Start), a concrete architecture designed to these requirements. "T" is a direct descendant of dynamic dataflow architectures, and unifies them with von Neumann architectures. We discuss a hand-compiled example and some compilation issues.

1 Introduction

There appears to be widespread consensus that general purpose supercomputers of the future will be Massively Parallel Supercomputers (MPA's) consisting of a number of nodes in a high speed, regular interconnection network. This view has been eloquently summarised in the slogan "attack of the killer micros" by Eugene Brooks of Lawrence Livermore Laboratories [8]. In this paper, we focus on the organization of each node in such an MPA.

In an MPA, inter-node communication latency is expected to be high and caching global locations is difficult. In Section 2 we present this issue in concrete terms by describing two specific latency-related problems that must be performed well by MPA nodes. In Section 3 we systematically develop the logical node organization of "T", that addresses these problems. Pronounced Start, it is named after the principal communication instruction in the machine. It can also be read as an acronym for "multi- (*) Threaded", a principal feature of the machine. In Section 4 we present some instruction set details of the logical organization of "T", and in Section 5 we discuss the coding of DAXPY. In Section 6 we discuss possibilities for physical implementation of "T", and we conclude in Section 7 with some discussion of compilation issues.

"T" is the latest step in the evolution of dynamic dataflow architectures, starting with the MIT Tagged-Token Dataflow Architecture (TTDA, [5, 7]), the Manchester dataflow machine [16] and the BTL SIGMA-1 [19]. In 1987-88, the associative waiting-matching store of these machines was replaced by an explicitly managed, directly addressed token store, by Papadopoulos and Culter in the Monsoon architecture [25, 10]. Nikhil and Arvind’s P-RISC architecture [24] then split the "complex" dataflow instructions into separate synchronization, arithmetic and fork/control instructions, eliminating the necessity of presence bits on the token store (also known as "frame memory"). P-RISC also permitted the compiler to assemble instructions into longer threads, replacing some of the dataflow synchronization with conventional program counter-based synchronization (in retrospect, Monsoon could also be viewed in this light [26]). "T" is the latest step in this direction, eliminating the prior distinction between processor and I-structure nodes, and attempting also to be compatible with conventional MPA’s based on von Neumann processors.

Throughout this evolution, our system view of an MPA (i.e., viewing each node of an MPA as a black box) has remained constant, and is in fact quite unique to dataflow architectures. Inter-node traffic consists of tokens (i.e., messages) which contain a tag (or continuation), a pair comprising a context and instruction pointer and one or more values. All inter-node communications are performed with split-phase transactions (request and response messages); processors never block when issuing a remote request, and the network interface for message handling is well integrated into the processor pipeline. Thus, TTDA, Monsoon, P-RISC and "T" are properly viewed as steps in the evolution of the node architecture of dataflow MPA’s.

Important architectural influences in our thinking have been the seminal Denelcor HEP [30] and Innacucci’s Dataflow/von Neumann Hybrid architecture [20], which incorporated some dataflow ideas into von Neumann processors for MPA’s (similar ideas were also expressed by Bucher and Ekanadham [9]). BTL’s EM-4 [28], Sandia’s Epsilon [18], Dennis and Gao’s Argument-Fetching Dataflow machine [14], and Dennis’ multithreaded architecture [13] are also dataflow machines supporting threads. Finally, the Network Interface Chip by Henry and Joerg [28] has had a direct influence on our implementation of "T".
Software considerations, i.e., compiling, have played an equally important role in the design of *T. Compilation of the high-level parallel programming language *Id has been central to our research since the beginning [7]. Nikhil, in [23], and Culler et al in [11] proposed P-RISC-like compilation models extended to allow additional instruction sequencing constraints, making explicit the notion of a thread. Culler's model, the Threaded Abstract Machine (TAM) has been implemented by his group and has been in use for almost two years, providing a wealth of data on the nature of threads, locality and synchronisation [29]. This experience has directly influenced the *T design.

Many researchers have arrived at similar mechanisms starting from other vantage points (e.g., Halstead and Fujita's MASA [17] and Maurer's SAM [22]). There are very interesting comparisons to be made between *T and recent multi threaded architectures, notably the Tera Computer System [3] (a descendant of the HER), Alewife [1] and the J-Machine with Message Driven Processors (MDPs) [12]. Undoubtedly, aspects of these machines will influence concrete *T designs.

2 Fundamental Problems in an MPA

A general purpose Massively Parallel Architecture (MPA) consists of a collection of nodes that communicate using a pipelined, message based interconnection network (see Figure 1). Each node contains a processor and some local memory. Given a node N, we refer to its own memory as local memory and to other memories as remote memories.

A consequence of message based communication is that remote accesses must be structured as split transactions. If node N1 wants to read the contents of location A in node N2, it involves two messages: a request message from N1 to N2 carrying the address A and a return address identifying N1, followed by a response message from N2 to N1 carrying the contents of location A.

Memory addressing: although we believe it is important, we do not consider here the issue of whether the memories in the different nodes belong to a single, global address space or whether the memory in each node has its own local address space. We also do not consider here the issue of virtual memory.

Locality and memory latencies: In an MPA, the latencies of local vs. remote memory accesses typically vary by orders of magnitude. Further, remote memory latencies grow with machine size—the best-case scenario is that remote access time will vary with \( \log N \), where \( N \) is the number of nodes.

We now present two problems which, we hope the reader will agree, a general purpose MPA must solve efficiently in order to have good performance over a wide variety of applications [6].

2.1 The Latency of Remote Loads

The remote load situation is illustrated in Figure 2. Variables a and b are located on nodes N2 and N3, respectively, and need to be brought to node N1 in order to compute the difference a - b in variable c. The basic intent of the computation is expressed by the following statement sequence executing on N1:

\[
\begin{align*}
\text{va} & = \text{rload p4} \\
\text{vb} & = \text{rload p5} \\
\text{c} & = \text{va} - \text{vb}
\end{align*}
\]

where p4 and p5 are pointers to a and b, respectively. The first two statements perform remote loads, copying values from a and b into va and vb, respectively. The last statement computes the difference and stores it in c.

The figure also shows a variable ctx, which is the context of the computation on N1. It could be, for example, a stack pointer, a frame pointer, a "current-object" pointer in an object-oriented system, a process identifier, etc. In general, variable names like va, vb and c are interpreted relative to ctx.

The key issue in remote loads is how to deal with the long latencies in the communication system, i.e., how to avoid idling N1's processor during the remote load operations. Note that in most architectures, these latencies are predictable because they depend mainly on the distance between the nodes.

2.2 Idling due to Synchronizing Loads

We extend the remote load problem by now assuming that a and b are computed by concurrent processes, and we are not sure exactly when they will be ready for node N1 to read. We need some form of synchronization to ensure that the remote loads from N1 read the values only after they have been produced. This is an example of producer-consumer parallelism.
Unlike the remote load problem, the latency here is not just an architectural property—it also depends on scheduling, and the time it takes to compute \( a \) and \( b \), which may be much longer than the transit latency. In particular, the unpredictable latencies of synchronizing loads are a problem even when they are local.

3 Solutions

3.1 Caches

Classically, caches are used to mask memory latency, and we could add a cache to each node to hold copies of remote locations. However, cache coherence is a then significant problem: multiple copies of a location residing in different nodes' caches must be kept consistent. Further, a processor may still idle when there is a cache miss. A possible solution for the distributed cache coherence problem is to use directories; and for the cache miss problem, to multiplex between a small number of contexts to cover cache loading. Implementing this appears non-trivial (see MIT's MASA [17] and Alewife [1], and Stanford's DASH [21], for example). In any case, the proposals in this paper may be seen as orthogonal to caching solutions. Further, while distributed caching helps in the remote load situation, it does not offer anything for the synchronizing load problem.

3.2 Multithreading

Another solution is to multiplex amongst many threads: when one thread issues a remote load request, the processor begins work on another thread, and so on. Clearly, the cost of thread-switching should be much smaller than the latency of the remote load, or else the processor might as well wait for the remote load's response.

Continuations on messages: A consequence of multithreading is that messages should carry continuations. Suppose, after issuing a remote load from thread T1, we switch to thread T2 which also issues a remote load. The response may not arrive in the same order—for example, the requests may travel different distances, through varying degrees of congestion, to destination nodes whose loads differ greatly, etc. Thus, each remote load and response should carry an identifier for the appropriate thread so that it can be re-enabled on the arrival of a response. We refer to these thread identifiers as continuations.

Adequate continuation namespace: The longer the latency of remote loads, the more threads we need to avoid idling the processor. Thus, it is important that we have a continuation namespace that is large enough to name an adequate number of threads waiting for remote responses.

The size of this namespace can greatly affect the programming model. If the latency of a single remote load is \( l \), we would expect that at any given time, we need no more than \( l \) active threads in the processor to cover remote loads. However, if the programmer (or compiler) cannot predict the scheduling of these threads precisely, he may need many more than \( l \) threads in the hope that, dynamically, \( l \) of them are ready to run at any given time. Thus, if the continuation namespace is too small, it requires more precise scheduling of threads, which in turn limits the programming model.

If we generalize our remote transaction model to include not just remote loads, but (a) synchronizing remote loads and (b) remote parallel procedure calls, then it becomes extremely difficult for the programmer/compiler to schedule threads precisely. Therefore, it is essential to have a large continuation namespace.

The size of the hardware-supported continuation namespace varies greatly in existing designs: from 1 in DASH [21], 4 in Alewife [1], 64 in the HEP [30], and 1024 in the Tera [5], to the local memory address space in Monsoon [26], Hybrid Dataflow/von Neumann [30], MDP [12] and *T. Of course, if the hardware-supported namespace is small, one can always virtualize it by multiplexing in software, but this has an associated overhead.

3.3 Fine Grain Multithreading: forks and joins

So far, we have only talked about efficient multiplexing amongst existing threads. However, if thread creation and synchronisation are also sufficiently cheap, the multithreading idea can be advantageously taken further. Instead of the read-load-subtract sequence earlier, we could fork separate threads for the two reads and synchronize them when both have completed. Then, instead of taking four message transit times, we could perhaps do it in two (since they occur in parallel):

\[
\text{fork } \text{N1}
\]

\[
\text{L1: } \text{va} = \text{rload pA} ; (A)
\]

\[
\text{Jump } \text{N}
\]

\[
\text{N1: } \text{vb} = \text{rload pB} ; (B)
\]

\[
\text{Jump } \text{N}
\]

\[
\text{N: } \text{join } 2 \cdot J
\]

; synchronization of responses
\[
C = \text{va} - \text{vb}
\]

This kind of parallelism is available in all dataflow architectures [4]. Fork initiates a new thread at label \( \text{N1} \). The parent thread continues at \( \text{L1} \), issuing the remote load \( (A) \), which suspends to await the response. This allows the just-forked thread at \( \text{N1} \) to run, which issues the remote load \( (B) \), which also suspends to await the response. When the first response arrives \( (\text{va}, (A)) \), the first thread resumes, completing the instruction at \( \text{L1} \) by storing the arriving value into \( \text{va} \) and jumps to \( \text{N} \). Similarly, when the second response arrives \( (B) \), the second thread resumes, completing the instruction at \( \text{N1} \) by storing the arriving value in \( \text{vb} \) and also jumping to \( \text{N} \).

The \text{Join} instruction at \( \text{N} \) is executed twice, once by each thread. Each time, it increments \( J \) (initialized to 0, we assume) and compares it to the terminal count \( (2) \). If \( J < 2 \), the thread dies, otherwise it continues. In general, if the terminal count is \( c \), then \( c - 1 \) threads arriving at \( \text{N} \) will die and the only the last one continues to perform the sequel.

Again, the cost of fork and join should be small compared to the latencies of the remote loads that we are trying to cover. Note that modern RISC techniques such as delayed loads, cache prefetching, etc. are also modest, "peep-hole" examples of the use of fork-join parallelism to overlap long-latency loads with useful computation, but they do not generalize well to remote loads in MPA's.
The behavior at a is called a join synchronization, and is very important. A significant number of messages entering a node may be destined for join synchronizations. In an inner-product, at each index we remote load \( A[j] \) and \( B[j] \), join the responses, and multiply. Note that for all but the last thread entering a join, the amount of work done is very small—the thread increments a counter, tests it and dies. For a two-way join, this may be as small as testing and setting one bit. It is important that the processor not take a large hiccup to do this.

Exactly the same kind of join synchronization is also needed for software reasons. For example, a function that sums the nodes of a binary tree may have exactly the same structure as the above program with the two \( \text{rload} \)s simply replaced by remote function calls to sum the left and right subtrees, respectively, and the subtraction in the final line replaced by addition. Now, the latencies include both communication and the time to perform the subcomputations.

This leads to another observation: for messages that arrive at highly unpredictable times (as in the tree sum) or at widely separate times (even if predictable) the rendezvous point \( j \) for join synchronization must typically be in memory, not registers. The reason: processor utilization will be low if registers remain allocated to a process for unpredictable and possibly very long durations.

### 3.4 Messages and Message-Handling

Our first approximation to a message format is:

\[
\text{NA: } \langle \text{msg.type, arg1, arg2, ...} \rangle
\]

Node address NA is used for routing, and may be consumed in transit. Msg.type specifies how the message should be handled. The remaining arguments depend on the message type. Figure 3 shows the messages for an \( \text{rload} \) where \( \#A \) and \( \#N \) mean the address and contents of \( A \), respectively.\(^1\) The value

![Figure 3: Messages to perform a remote load.](image)

uses \( \#L \) and CTXT together constitute a continuation, i.e., a complete specification of the thread awaiting the response.

For fast vectoring to a message handler, it is convenient for the "message type" field to be the instruction pointer of the handler.\(^2\)

\[
\text{NA: } \langle \text{IP, arg1, arg2, ...} \rangle
\]

To keep up with high incoming message rates, a hardware network interface can accept and queue them, to be consumed by the processor at its convenience (Figure 4). Of course, this may add to the latency of a remote load. The message formatter constructs outgoing messages.

The actual handling of an \( \text{rload} \) request at N2 is simple and short: read location \( \#A \) and send the response message to N1. Handling the response at N1 may be broken into two parts: (a) completing the unfinished \( \text{rload} \) instruction, and (b) continuing the execution of the thread. Part (a) is always brief. Part (b) is also brief if it just executes a failing join.

Both N1 and N2 will typically be executing some other thread when these messages arrive. How can we handle these messages quickly (so that latency is low) and with minimum disruption, i.e., how well is message-handling integrated with normal processing in the node? The answer to this question is crucial to the efficient operation of an MPA.

The overhead can vary from hundreds of instruction-times in Thinking Machines' CM-5 and Intel's Touchstone, where message-handling is not well integrated, down to under ten instruction-times in the MDP [12], and further down to a single instruction-time in machines like Monsoon [25] and the EM-4 [28] where message-handling is totally integrated into the processor pipeline.

There is good reason to insist that message-handling should not compromise excellent single-thread performance in an MPA node. First, existing SIMD/SPMD applications have long sequential threads. Second, even in more dynamic applications, certain sequential critical sections (such as storage allocators) must be executed as quickly as possible. Third, users may wish to develop code on a 1-node MFA. Fourth, uniprocessor libraries should be portable to MPA nodes without degrading their performance. We note that

![Figure 4: A node with network interface.](image)

\(^1\)Figure 3 depicts the logical information in messages; clever encoding can compress it significantly.

\(^2\)Pepple's Message Driven Processor [12] also uses an IP in the first field of a message.
competitive single-thread performance is an important goal in the Alewife [1] and Hybrid Dataflow/von Neumann [20] machines.

Interrupts are inadequate: An arriving message could interrupt the processor, which responds, and then resumes normal computation. Modern processors achieve high speeds through deep pipelining and more processor states (registers, caches), and any change in context incurs a large penalty draining, saving, flushing, reloading, etc. Thus, frequent short threads, such as ioload handlers and messages that go into failing joins are likely to be severely disruptive. This may be alleviated by replicating processor states so that the main thread’s state does not have to be saved and restored during interrupts. Still, the main thread’s performance is affected adversely, because each incoming message takes away cycles and may require processor pipelines to drain and refill. Frequent interrupts for message handling are thus not desirable.

Separate Coprocessors: We can offload the burden of short, simple handlers into separate, asynchronous coprocessors, as shown in Figure 5. This is only a functional decomposition, or logical organization of the node; we will discuss physical organizations in Section 6.

We will refer to the original, conventional main processor as the data processor (DP). It executes threads supplied through the continuation queue and is optimized for long, sequential runs.

The remote memory request coprocessor RMEM handles incoming ioload requests. It accesses local memory, and sends the response directly, without disturbing DP. Similarly, RMEM also handles return requests.

The synchronization coprocessor SP handles ioload requests returning to this node. The contents of the message are loaded directly into its registers, with the first message field (IP) loaded into its PC, so that it is vectored directly to the appropriate handler. The basic action of SP is thus to repeatedly load a message from its message queue and run it to completion; the run is always non-suspensive and is expected to be very short. SP completes the unfinished ioload by storing the value from the message (now in SP) into the destination location. After this, it places the &i+1, CTT> continuation into the continuation queue, to be picked up later by the main processor DP. Even better, if the next instruction is a join, SP executes it and enqueues the continuation only if it succeeds. Thus, the main processor DP does not have to execute disruptive join instructions at all.

3.5 Handling Synchronized Loads

We observed the need for synchronization if the remote loads for A and B must wait for corresponding producer computations. We follow the well-known idea of appending presence bits to each memory location indicating whether it is full or empty.5 The variables A and B are initially marked empty. When values are written there, they are marked full, etc., by the RMEMs when they perform the stores. Thus, the remote loads should succeed only after the locations become full.

Busy waiting: When N1’s ioload request for A arrives, N2 could simply return the entire location, presence bits and all. N1 would then test the response, and may choose to try again, perhaps after some delay. Unfortunately, this can waste network bandwidth, and may also waste cycles on N1 in order to test and perform the test. This is essentially the solution in the Tera [3] and Alewife [1], using traps instead of explicit tests.

A data driven solution: We extend the presence bits to have an additional state, pending. For a remote synchronizing load, node N1 executes an ioload instruction instead of ioload:

1: \[ V_A = \text{load} p_A \]

The only difference in the request message is a different IP:

2: \[ \text{<load request} | \text{v}, | \text{1,1,1,1,1} \text{CTT}> \]

At N2, the load request handler tests the presence bits of A. If FULL, it responds just like the load request handler. If EMPTY, it attaches the arguments \( |1,1,1,1,1,\text{CTT}| \) to location A, marks it PENDING, and produces no response. When the producer later stores the value at A, N2 again checks the presence bits. If EMPTY, it simply stores the value there and marks it FULL. If PENDING, it does not store the value there, but also constructs and sends the response to the waiting load. In all cases, N2’s response message for an ioload looks identical to an ioload response.

In general, many loads may be pending at A, so N2 needs to remember a set of pending requests at location A. Thus, one of the costs is that N2 must perform some storage management to construct this set. However, a simple free-list strategy may be used, since set components are of fixed size and are not shared. Thus, it does not matter if the remote load request arrives before the value is ready—it simply waits there until it is ready. There is no additional message traffic for the synchronizing remote load, and N1 does no busy waiting at all. As far as N1 is concerned, an ioload is just an ioload that may take a little longer—the interface is identical.

This is essentially the dataflow notion of I-structures [7], but we note that it is more general—a variety of other synchronization primitives (such as Fetch-and-<>) [2] could be implemented using the same methodology. Finally, note that these message handlers are still simple enough to be handled entirely by the RMEM coprocessor, without disturbing DP.

4 *T Instruction Set Architecture

Figure 5 depicts the logical view of a *T node with three separate, asynchronous coprocessors, each of which can be regarded as a conventional (e.g., RISC) processor with a few extensions. In this section, we flesh out this view by describing these extensions. Since RMEM and SP are very similar, our description here will not distinguish them (we postpone to Section 6 a more detailed discussion of physical implementations that may separate or multiplex them).

Both SP and DP execute instruction streams. For clarity, we distinguish labels for the two coprocessors by the subscripts S and D, respectively (e.g., Ls, LD, #s, #d, ...).
We will look at messages in more detail shortly, but for now it is enough to know that each message has the form:

\[
<\text{IP}, \text{Address}, \text{Value1}, \text{Value2}, \ldots>
\]

Address is a global address that identifies a unique destination node in the MPA, and is typically a frame pointer FP or an address of a location in the heap. The message is automatically routed there. Of course, messages from a node to itself are short-circuited back directly.

We assume that a context for a computation is represented simply by an address in memory. In the spaghetti stack model, this may be a stack pointer or a pointer to a frame in the stack. In an object-oriented model, this may be a pointer to an object. For uniformity, we will use the term Frame Pointer FP to refer to a context.

We assume that frames or contexts do not span nodes in the MPA, i.e., each context resides entirely within one node of the MPA. Thus, FP may be regarded as a pointer to the collection of local variables of that context. A frame pointer encodes a node number. Thus, a continuation is given by <IP, FP> where IP is a pointer to an instruction on the same node encoded by FP. This model of locality is not restrictive in any way—parallel procedure calls and loop iterations may be distributed to different nodes by giving them separate contexts (see [23] and [11, 29] for more on programming and compilation).

It may be desirable to allow contexts to migrate across MPA nodes for load balancing and locality reasons. However, that capability is orthogonal to our discussion here and, for simplicity, we assume that frames, once allocated, do not migrate (a virtual-to-physical FP mapping, plus forwarding, may be added in the manner of the MDP [12] or Empire).

4.1 The Data Processor

The Data Processor DP is a superset of a conventional RISC processor, with a conventional repertoire of register-to-register instructions and ability to manipulate local memory using conventional load and store instructions. Its program counter is called dIP ("Data processor Instruction Pointer"). One of its registers, called dFP, is assumed, by convention, to contain the current Frame Pointer for the thread being executed by the DP. Being a conventional RISC processor, the Data Processor is optimized to run sequential threads efficiently. It obtains the starting points of these threads from the continuation queue using a next instruction. Each such thread is run to completion, i.e., there is no concept of a thread "suspending" in the Data Processor. On completion of a thread, if there is no new thread available from the continuation queue, the Data Processor simply waits until one is available.

In addition to conventional RISC instructions, the Data Processor can execute a few additional instructions which are summarized in Figure 6. (The notation register\(j\) refers to the \(j\)th DP register.) Most of them send messages into the network. These are non-blocking, i.e., the Data Processor continues executing after sending a message (so, they are implicit forks). The message can cause threads to be scheduled on the other nodes or on the same node, and a later response may deposit values in the sender's frame.

The start instruction starts a new thread in a different

---

4Empire was the machine being built at IBM Research based on Iannacchio's Dataflow/von Neumann Hybrid Architecture [29].
<table>
<thead>
<tr>
<th>DP instruction</th>
<th>Semantics</th>
</tr>
</thead>
<tbody>
<tr>
<td>start rIP, rFP, rV</td>
<td>Send message: &lt;Lg, FP, V&gt;</td>
</tr>
<tr>
<td>next</td>
<td></td>
</tr>
<tr>
<td>load rIP, rA</td>
<td></td>
</tr>
<tr>
<td>load rIP, rV</td>
<td></td>
</tr>
<tr>
<td>store rA, rV, rIP</td>
<td>Send message: crlodel handler, A, Lg, FP</td>
</tr>
</tbody>
</table>

Lg = Register[rIP], FP = Register[rFP], V = Register[rV], A = Register[rA]

Figure 6: DP extensions to conventional instruction set.

context. For example, suppose function P calls another function G. The frames for these functions may be on different nodes (hence, different contexts). Thus, start instructions are used by P to send arguments and initiate threads in G, and start instructions are used by G to send results and resume threads in P. Since start instructions are non-blocking, it is possible to perform parallel function calls and coroutines. Note that instruction pointer Lg on the start message is a label for the target node’s SP, not DP.

The next instruction terminates the present DP thread by loading a new continuation, after which the DP is executing a new thread. Note that there is no implicit saving or restoring of registers. In general, at the beginning of a new thread, no assumptions can be made about the contents of any DP registers except sFP. We also say that registers are “volatile” or “ephemeral” across threads. This instruction is similar in effect to Monsoon’s STOP instruction [28] and the MDP’s SUSPEND [12].

We will discuss the load and store instructions shortly, after describing the Synchronization Coprocessor.

4.2 The Synchronization Coprocessor

SP, the Synchronization Coprocessor, also looks very much like a conventional RISC microprocessor—it has a program counter sIP, general purpose registers, and it can load and store to local memory. Unlike a conventional RISC, it is tuned for very rapid disposition of incoming messages instead of the computation of arithmetic expressions. In particular, some of its registers (sIP, sFP, sV1, sV2, ...) are loaded directly from messages, there is datapath support for join operations, and it can post <FP, Lp> pairs into the continuation queue. In the following, we do not distinguish it from RM2M, which is very similar.

Like a dataflow processor, SP is triggered by the arrival of a network message (it simply waits, if there is none available). When it picks up a message, its registers sIP, sFP, sV1, sV2, etc. are loaded with the corresponding values from the

message, after which it begins executing instructions from the address in sIP. The unconventional instructions of SP are summarized in Figure 7. (The notation Register[j] refers to the jth SP register.)

The start instruction is identical to the Data Processor’s start instruction—it starts a new thread in a different context. This allows it to respond to incoming messages directly. For example, in an rload request message, the IP field points to rload.handler, the address field contains the address to be read, and the V1 and V2 fields contain the return continuation (return IP; return FP). The handler code looks like this:

rload.handler:
load rX, sFP[0] -- sFP has addr to read (A)
start sV1, sV2, rX -- create response message
next -- done; handle next message

Similarly, here is the handler for remote stores (the message’s V1, V2 and V3 fields contain the value to be stored and the return continuation, respectively):

restore.handler:
store sFP[0], sV1 -- sFP has addr to write (A)
start sV2, sV3, 0 -- create acknowledgment message
next -- done; handle next message

The acknowledgement may be used to ensure serial consistency—the destination thread executes under a guarantee that the store has completed—or to return miscellaneous status information. Omitting the return continuation from the message and the start instruction from the handler implements unacknowledged stores. Similar handlers may also be coded on the MDP [12].

The next instruction ends the present SP thread by reloading its registers from the next message, after which it is executing that message’s handler.

The post instruction allows SP to post a thread to DP by inserting a continuation into the continuation queue. Recall, this thread will be executed by the DP when it is popped off
the continuation queue by the DP issuing a next instruction.
Here is a typical SP code sequence that executes for an incoming message that loads label \( L_s \) into \( S_P \) (for example, this message may be the response to a remote load):

\[
\begin{align*}
L_s: & \quad \text{store } S_P[t], a[t] \quad \text{store incoming val at frame offset } T \\
\text{post } L_D, S_P & \quad \text{enable thread } L_D \text{ with} \\
\text{next} & \quad \text{done; handle next message}
\end{align*}
\]

The DP thread at \( L_D \) is assured that the remote load has completed.

The join instruction allows fast join synchronization using synchronization counters in the frame. Because this is a very frequent operation for the SP, we provide special hardware support to accelerate join operations. The join instruction employs an atomic test-and-increment semaphore on a location in the current activation frame called a join counter. The join instruction conditionally posts a thread to the continuation queue only if incrementing the join counter causes it to reach the terminal count (given by \( tc \)). It is assumed that a newly allocated activation frame will have all of its join counter locations initialized to zero. Observe, the join instruction implements a self-cleaning protocol by returning the counter to zero after the terminal count has been reached (this is similar to the wait-march operation in dataflow architectures [4]).

SP message handlers correspond almost exactly to inlets in the TAM model [12]. This style of message handling is also easy to code for the MDP [12], although there is no dedicated logic for fast n-ary join synchronization. The salient difference is that in \( \text{*T} \) the message handlers (inlets) and the computation threads are processed by two logically distinct and asynchronous processors.

Turning back to DP, it can initiate remote loads and stores using \( rload \) and \( restore \) instructions, each of which sends a message. The destination node is implicit in the global address, which is used to route the message there. We have already shown the remote \( rload \) handler code. Observe, the response contains \( FP \) in its \textit{address} field, so it is routed back to the node that issued the \( rload \). Since \( rload \) and \( restore \) are also forks, we can initiate many remote accesses before receiving any response. The responses may return in any order.

Note that the typical \( rload \) sequence copies a remote value into a local \textit{frame} location, and not a register. Although this means that another (local) load instruction is necessary to move it from the frame to a register, the choice is deliberate: it allows the thread that issued the \( rload \) to easily relinquish DP before the result comes back. Our choice recognizes the fact that storing the value in the frame would be necessary anyway if \( rload \) returned to a failing join or if it was a synchronizing load.

\textbf{Address Hashing:} It is useful to have different kinds of address maps for different kinds of objects. For example, we may wish to interleave large data structures such as vectors and matrices across the MPA nodes. On the other hand, we may wish code segments, stack frames and small objects to be addressed linearly within a node's local memory. Of course, these variations in address hashing could be performed in software, but with large overhead. In \( \text{*T} \) we intend to provide hardware support for address randomisation in a manner similar to the IBM R3P [27] or the Tera [3]. A logical place for this mapping is in the Message Formatter.

\section{An example: DAXPY}

DAXPY is the inner loop of the Linpack benchmark:

\[
\text{for } i = 1 \text{ to } N \text{ do}
Y[i] = a \times X[i] + Y[i]
\]

We assume that the current frame (context) contains the following data, with symbolic names for the frame slots shown at left (in the codes below, the \( S_P \) and \( S_F \) registers point at this frame):

\[
\begin{array}{c}
\text{...}
\text{Loop trip}
\text{XP pointer to } X[1]
\text{YP pointer to } Y[1]
\text{A loop constant } a
\text{YLIm pointer to } Y[L]
\end{array}
\]

\subsection{Uniprocessor Code}

Uniprocessor \( \text{*T} \) code for the DAXPY loop is shown below (in a uniprocessor, there is only local memory, which contains arrays \( X \) and \( Y \)). We use names beginning with \( \text{z} \) as symbolic names for general purpose registers. For clarity, the loop has not been unrolled (a compiler would typically do this).

\[
\begin{align*}
\text{load } xZP, S_P[XP] & \quad -- \text{load ptr to } X \\
\text{load } xYP, S_P[YP] & \quad -- \text{load ptr to } Y \\
\text{load } xA, S_P[A] & \quad -- \text{load loop cont.: a} \\
\text{load } xYLim, S_P[YLIm] & \quad -- \text{load loop cont.: } Y \text{ ptr limit} \\
\text{cmp } zR, xYP, xYLim & \quad -- \text{compare ptr to } Y \text{ with limit} \\
\text{jgt } zR, GUT & \quad -- \text{zero-err loop if greater}
\end{align*}
\]

\textbf{LOOP:}

\[
\begin{align*}
\text{load } xI, xZP & \quad -- X[1] \text{ into } xZP \quad (L1) \\
\text{load } xYI, xYP & \quad -- Y[1] \text{ into } xYP \quad (L2) \\
\text{add } xYP, xYP, 8 & \quad -- \text{incr ptr to } Y \\
\text{szall } xZP, xZP, xZI & \quad -- a \times X[1] + Y[1] \\
\text{add } xZP, xZP, xZI & \quad -- a \times X[1] + Y[1] \\
\text{store } xYP, xZP & \quad -- \text{store into } Y[1] \quad (S1) \\
\text{add } xYP, xYP, 8 & \quad -- \text{incr ptr to } Y \\
\text{cmp } zR, xYP, xYLim & \quad -- \text{compare ptr to } Y \text{ with limit} \\
\text{jle } zR, GUT & \quad -- \text{fall out of loop if greater}
\end{align*}
\]

\textbf{GUT:}

... loop sequel ...

The code runs entirely within the Data Processor (in a uniprocessor, \( S_P \) plays no role).

\subsection{Multiprocessor Code: Using rloads to Mask Latency}

Suppose \( X[1] \) and \( Y[1] \) are on remote nodes of a multiprocessor. The two loads \( (L1) \) and \( (L2) \) need to be changed to remote loads. We will issue \( rloads \) to initiate the movement of \( X[1] \) and \( Y[1] \) into the local frame, and we will free up the processor to do other work. Each response arrives at \( S_P \), deposits the value into the frame, and tries to join with the other response at frame location \( e \). When the join
succeeds, SF enables the thread in the Data Processor that computes with these data, executes an restore and continues to the next iteration.

When the loop completes, it gives up the Data Processor by executing a next instruction. Meanwhile, the restores acknowledgments all arrive at SF and join at frame location c2. The continuation of this join is the loop sequel; the sequel executes only after all restores have completed. Here is the augmented frame layout and the new code (it is easier to start reading the code at the Data Processor section):

```
...  x
  Xp  pointer to X[1]
  Yp  pointer to Y[1]
  A  loop constant A
  Ylim pointer to Y[lim]
  X  copy of X[1]
  Y  copy of Y[1]
  c1  join counter for loads
  c2  join counter for restores
...
```

```

; ; Synchronisation Processor Message Handlers
L1:
  store sfp[Y1], xv1 -- store away incoming X[1]
  join c1, 2, CONTINUE -- attempt continuation of loop
  next -- next message

L2:
  store sfp[Y1], xv1 -- store away incoming Y[1]
  join c1, 2, CONTINUE -- attempt continuation of loop
  next -- next message

L1g:
  load z, sfp[8] -- total number of stores
  join c2, z, OUT -- sequel when all stores complete

; ; Data Processor Threads

CONTINUE:
  load xi, dsp[Xi] -- load copy of X[1]
  load yi, dsp[Yi] -- load copy of Y[1]
  load ra, dff[A] -- load loop const: a
  load rXp, dff[Xp] -- load ptr to X
  load rYp, dff[Yp] -- load ptr to Y
  load rYlim, dff[Ylim] -- load loop const: Y ptr limit
  jgt rX, OUT -- zero-trip loop if greater

LOOP:
  rload rXp, L1g -- initiate load X[1] (L1)
  rload rYp, L2g -- initiate load Y[1] (L2)
  next

LOAD:
  load xi, dff[Xi] -- load copy of X[1]
  load yi, dff[Yi] -- load copy of Y[1]
  load ra, dff[A] -- load loop const: a
  load rXp, dff[Xp] -- load ptr to X
  load rYp, dff[Yp] -- load ptr to Y
  load rYlim, dff[Ylim] -- load loop const: Y ptr limit

  fmul rtmp, rX, rX -- aX[1]
  fadd rtmp, rtmp, rY -- aX[1] + Y[1]
  restore rXp, rmp, L1g -- store into Y[1] (51)
  add rXp, rXp, b -- increment ptr to X
  add rYp, rYp, b -- increment ptr to Y
  store dff[Xp], rXp -- store ptr to X
  store dff[Yp], rYp -- store ptr to Y
  cmp rX, rXp, rYlim -- compare ptr to Y with limit
```

```
J1s rYp, LOOPD -- fall out of loop if greater

OUT:
... loop sequel ...

5.3 Analysis of Multiprocessor Code

Here we see the clear and unpleasant consequence of our choice that reads load into the frame and not into registers. Now, the Data Processor performs more loads and stores on the current frame than in the uniprocessor case. The reason is that since we relinquish the Data Processor at the next instruction after the loads, the registers may have changed by the time we get the Data Processor back at label CONTINUE. Thus, we have to repeatedly reload the the X and Y pointers and the loop constants A and Ylim, and repeatedly store the incremented X and Y pointers back.

Now, in a multiprocessor, all these extra instructions may actually pay off when compared with nodes built with conventional processors, because none of them are long latency operations, they are all local. Suppose we have an MPA built with conventional processors and the same load/store instructions are used for remote locations (i.e., the code looks like the uniprocessor code presented earlier). Here is a comparison of the dynamic instruction counts of the Data Processor for the body of the inner loop for the two codes, generalised for k-way unrolling:

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Conventional</th>
<th>Arith</th>
<th>Br</th>
<th>Local</th>
<th>Remote</th>
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Of the five arithmetic operations in the loop body, only the cmp is not replicated on loop unrolling. For "T", even in an unrolled loop, the two loop constants and the two pointers to X and Y need to be loaded only once and the two incremented pointers need to be stored only once; also, we count the next instruction as a branch.

Assume that arithmetic, branch and local loads and stores cost one time unit. For the conventional processor, assume that the remote loads cost an average of l units (the processor stalls waiting for the reference to complete), and assume that each remote store costs only 1 unit because it is likely to find the just-loaded Y[1] in the cache. For "T", we charge one unit for loads and restores, since they are non-blocking message sends. We charge no additional cost for the thread switch at next, assuming sufficient parallelism in the continuation queue to keep the processor busy with other work. Therefore, "T" will take less overall execution time when

\[-k + 9 \leq 2k + 5k + 2\]

If the loop is unrolled 8 times (k = 8) then the "T" code is preferred whenever the average global penalty is \[l \geq 2.4\]. That is, if the expected value of the remote load/store penalty is about 3 units or more, then the extra local instructions executed by the multiprocessor code are worth it.

As a calibration point, consider a cache coherent multiprocessor with miss penalty of 100 units (see for example the
5.4 Other optimizations

Speculative Avoidance of the extra load's and store's: The multithreaded code and coherent caching are not mutually exclusive. In fact, as Guller has observed [11], the multithreaded code overhead can be mitigated by speculating that the loads and stores will hit the cache. We only pay the cost of a thread switch in case the cache misses. In many ways, this is the same tradeoff offered by the April processor used in Alewile [1]. Here is the modified code.

```assembly
L1g:
load mfpp[x1], r1y -- store incoming X[I]
join c1, 3, CONTINUE -- attempt continuation of loop
next -- next message

L2g:
load mfpp[y1], r1y -- store incoming Y[I]
join c1, 3, CONTINUE -- attempt continuation of loop
next -- next message

L3g:
join c1, 3, CONTINUE -- attempt continuation of loop
next -- next message

S1g:
load rX, dFF[x]
load c2, rX, OUT -- sequent when all stores complete
next -- next message

Data Processor Threads:

load rX, dFF[x] -- load X[I]
load rY, dFF[y] -- load Y[I]
load rX, dFF[x] -- load loop count:
load rY, dFF[y] -- load loop count:
load rZ, dFF[z] -- load loop count:
cmp rZ, rY -- compare loop limits
jlt rZ, OUT -- zero trip loop if greater

LOADP:
load rX, L1g -- initiate load X[I] (L1)
load rY, L2g -- initiate load Y[I] (L2)
load rC1, dFF[c1] -- load join counter
cmp rZ, 2, rCL -- two responses arrived? (C1)
jeq rB, CONTINUE -- yes, skip save/restore (S1)
store dFF[x], rX -- store X[I] (S2)
store dFF[y], rY -- store Y[I] (S3)
start L3g, dFF, O -- start 3rd sync thread (S4)
next -- do something else

CONTINUE:
-- gamble failed; restore regs
load rX, dFF[x] -- load loop count:
load rY, dFF[y] -- load loop count:
load rZ, dFF[z] -- load loop count:

FASTCONTINUE:
store dFF[c1], O -- re-initialise join counter
```

Unlike the previous version, the data processor now loads all relevant values into registers before the loop, including the loop constants a and ylim, gambling that it can keep them there. After issuing the two loads in statements L1 and L2, it peeks at the join counter c1 (L3, C1). If the two loop responses have already arrived (say, because of a cache hit), c1 will have been incremented from 0 to 2; the gamble succeeds and we jump directly to FASTCONTINUE. In this case, we only load the values that arrived on the message; the loop constants and X and Y pointers are already in registers. Note also that after the two pointer increments (add instructions), we no longer store the pointers back into the frame.

If the gamble fails (c1 < 2 in statement C1), we save modified registers (S2, S3), start a third (trivial) message handler in SP which will synchronise with the returning loop responses (S4), and switch to another thread. In SP, when the three message handlers at L1g, L2g, and L3g have executed (two loop responses, one started locally at S4), the data processor thread at CONTINUE is initiated, which reloids the two loop constants and the two pointers into registers before proceeding.

A number of tricks could be used to improve the probability that the gamble succeeds. Other useful instructions could be executed after the loads and before peeking at the join counter. For example, if the loop is untrolled n times, all 2n loads could be issued before looking at the responses for the first pair. We could even busy-wait a little, polling the join counter a few times before giving up.

Loop splitting: The loop can be split into several loops working on independent chunks of the arrays, so that the loads and stores of one loop are overlapped with computation in other loops, and vice versa.

Clearly, there are a number of challenging compilation issues. We will discuss some software issues in Section 7.

6 Implementation Considerations

So far, *T should be viewed as a logical model for a node in a multithreaded MPA; specialised, separate coprocessors are otherwise familiar RISC processors extended with instructions for the rapid creation and consumption of network messages, and for the efficient synchronisation and scheduling of lightweight threads (in fact, many of the "extended" instructions can be realised as memory-mapped operations). In this section we explore possible physical realisations of the *T node architecture.
6.1 Coprocessor Data Sharing and Loading Issues

All three coprocessors share the same local memory, and their view must be consistent. Generally speaking, there is a significant sharing of data between the sP and dP, but relatively little sharing between either of these and the RMEM. The data values on every message handled by the sP are written into frames and are subsequently read by the dP. It is also likely that the dP will initialize join counters (or query them) which are subsequently modified by the sP. In contrast, data sharing between the dP and RMEM is limited to those structures which are both globally accessed by other nodes using split phase transactions, and locally accessed using traditional load/store operations. Thus, if the three coprocessors are implemented as distinct units (presumably with each having a cache for local memory) then we can expect a large volume of coherence traffic between the sP and dP coprocessors.

The relative load among the coprocessors will also influence an implementation. The sP typically executes several more threads than the dP but the threads are apt to be proportionately shorter. Assuming an average join arity of about four messages corresponding to an average data thread length of approximately 15 instructions, then the two coprocessors should execute roughly the same number of instructions (assuming three or four instructions per sP message handler).

In terms of network messages, the accounting is straightforward. Every load or restore request generated by a dP is processed by some RMEM which subsequently generates a start message for the requester's sP. Added to the remote memory traffic are dP-generated start messages corresponding to function arguments and results. For many applications the remote memory traffic dominates this extra traffic. Thus, assuming a uniform distribution of remote memory requests, an RMEM will process about as many messages as an sP.

6.2 Multiplexing the Coprocessors

While the workload appears nicely balanced among the coprocessors, engineering considerations may suggest multiplexing them on common resources. For example, we are actively pursuing a design where the sP and dP are combined onto a single chip. The pipeline and caches are time multiplexed on a thread-by-thread basis. By sharing the same data cache the sP–dP coherence traffic is eliminated. Obviously, the throughput of the node will suffer because we will not be able to exploit concurrency between the sP and dP. A more subtle consequence is pressure on the incoming message queue. Data processor threads are typically several times longer than message handlers. If data threads execute to completion before executing message handlers, then the variance on message service times will cause increased queuing of network messages.

In the ETL EM-4 [28], the Fetch and Matching Unit (FMU) corresponds to our sP and the Execution Unit (EU) corresponds to our dP. There is no separate RMEM—its function is performed by the EU. Further, the FMU is not programmable like our sP; rather, it is specialized for various wait-match operations similar to Monsoon [25] (two-way joins on frame presence bits, accompanied by a single frame read/write). Also, the FMU and the EU share a single port to local memory.

An implementation might go further and multiplex all three coprocessors onto the same shared resource (as in the MDP). This might be considered when remote memory operations are network bandwidth limited anyway. However, we would still consider this an improvement over, say, a CM-5 node (represented by Figure 4), because it still provides exceptionally efficient support for join, start, load, restore, and next. That is, we distinguish *T architectures by their direct implementation of synchronization and scheduling primitives for a potentially large set of very lightweight threads in addition to a tightly integrated network interface wherein internode communication is exposed to the compiler.

An orthogonal dimension of multiplexing is that multiple threads can be interleaved in the processor pipeline, as in the HEP [30], the Tera [3] and Monsoon [25]. This can simplify the pipeline, since the pressure due to inter-instruction dependencies is less, but it also degrades single thread performance by the degree of multiplexing.

7 Software for *T

We believe that *T will efficiently support code developed for HEP/Tera, the J-machine, EM-4, etc., because in each case it provides a superset of their capabilities. Thus, any compiler techniques developed for these machines are directly applicable to *T. Further, we believe that all these architectures will efficiently support SIMD/SPMD programming models, again because they are more general.

The real challenge is to provide general purpose programming models in which applications can have much more dynamic structure. Here, the problem is the extraction of excess parallelism, i.e., parallelism that is reasonably greater than the number of nodes in the MPA. This will allow each node to have sufficient threads so that even though some may be waiting for incoming messages, there is a high probability that other threads are ready to run.*

A very promising approach is to start with declarative languages where the compiler can effortlessly extract large amounts of fine grain parallelism. Nikhil [23] and Culler et al [11] have proposed compiler flowgraph formalisms which, inspired by dataflow graphs and the P-RISeC model, make explicit the notion of threads as a unit of scheduling. Culler's Threaded Abstract Machine (TAM) has been implemented and is in use for over two years on a variety of platforms (RISeC uniprocessors, shared memory multiprocessors, NCUBE/2, etc.). His experiments have provided much data on achievable thread lengths, frequency of synchronization, instruction counts, comparisons with dataflow instructions, etc., all of which have had a strong influence on *T, which almost directly mirrors the TAM compilation model. The TAM work is an existence proof that compilation of large, non-trivial programs with massive amounts of parallelism

* A MIMD is a terrible thing to waste!
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References


